



Innovation Center Armenia

**Training:** UI/UX Design

**Training Duration:** 70 hours/35 lessons (6 hours per week)

**Recommended Background:** Computer literacy

**Here is the program of the course:**

User Experience Design (UXD)

Day 1

What is User Experience Design?

1. UX design is not user interface design. The difference between UX and UI design.
2. Why should we care about UX design?

Day 2

Understanding the Elements of User Experience.

1. The elements of UX. Five planes of UX.
2. Exploring the elements of UX.
3. How the elements work together.

Day 3

Using The Elements

1. Strategy & Scope.

Day 4

Using The

Elements

1. Structure.

Day 5

Using The Elements

1. Skeleton.

Day 6

Using The Elements

1. Surface.

Day 7

Create own project considering the UX elements.

Day 8

Research

1. User Research

2. UX Research, Competitive analyze

Day 9

1. CJM
2. Social network psychology in UX

Day 10

What is UX Persona?

1. Why should we care about users?
2. Persona Development Workshop

Day 11

User

1. Empathy/Big head exercise
2. Ideation Methods

Day 12

Map

1. UX Mapping
2. Information Architecture

Day 13

Thinking processes

- 1 Design Thinking processes
2. Product Design Roadmap

Day 14

Mobile UX

1 Mobile UX design

Day 15

Layout and Typography

1. What is Layout?
2. Working with Grid System.
3. What is Typography?

Day 16, 17

Introduction to Design tools.

1. UXPin
2. Adobe XD
3. Copy existing websites using Design tools

Day 18

Responsive Web Design.

1. What is responsive design?
2. Responsive grid system.
3. Defining breakpoints.
4. Adjusting screen resolution.
5. "Mobile First" meaning. It's great or not.

Day 19,20

First steps to creating own project's wireframes

Day 21

Review of the project by trainer

Day 22

Exploring most useful elements, pages and cases in the project.

Day 23

Prototyping

1. Why do we need a prototype mockup?
2. Prototyping tools.

Day 24

Review of the project by trainer

Day 25

Discussion about UX and Product Design with creatX Team

1. Creating user flow.
2. Making UX solutions.

## 2. User Interface Design (UID)

### Day 26

What kind of User Interface Design We Need?

1. How to decide the style of UI. What are we creating? Who are the users?
2. Identifying business goals. Introduction to requirements.
3. Web Design Trends.

### Day 27

How To Create Color Scheme.

1. Color scheme generators.
2. Custom color scheme.

### Day 28

Review of the project by trainer

### Day 29

What is UI Kit and Why You Should Use it.

### Day 30

Introduction to World's most popular UI libraries.

### Day 31

Create some useful UI elements with all possible cases.

Day 32

Introduction to mobile apps 1.

Android (Material Design).

2. iOS.

Day 33

Review of the project by trainer

Day 34

How to create a CV and Portfolio

Day 35

Course Summary - Final review